

## Education

### Princeton University

PRINCETON, NEW JERSEY

#### A.B. in Computer Science (3.44 GPA)

May 2022

Coursework in Object Oriented Software Development, Advanced Programming Techniques, Information Security, Database Systems, and Computational Biology

#### Certificate in Spanish Language and Culture

May 2022

### University of Melbourne

MELBOURNE, AUSTRALIA

#### Study Abroad (3.85 Semester GPA)

Spring 2020

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## Experience

### Latent Knowledge Solutions Inc.

REMOTE

#### Co-founder

May 2022 – Present

- Raised \$150,000 together with company founder for pre-seed funding round
- Managed onboarding, task delegation, and feature planning for four developers
- Coordinated product release schedule and ran final deployment pipeline on AWS

#### Founding Engineer

June 2020 – August 2021

- Developed MVP for LitView ([litview.co](https://litview.co)), an online research platform, using React and Flask
- Implemented product analytics to track and understand user activity using Amplitude
- Launched pilot programs to validate product at two universities for over 100 users

### Princeton Summer Programming Experience

PRINCETON, NEW JERSEY

#### Summer Intern

June 2019 – July 2019

- Designed and developed 3D video game using C# and the Unity game engine
- Demonstrated final product during capstone event to Princeton faculty and program cohort

*A complete list of work experience is available at [linkedin.com/in/williamsvoboda](https://linkedin.com/in/williamsvoboda).*

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## Projects

### “Applications of Geospatial Data in Digital Communication”

Fall 2021 – Spring 2022

- Created full-stack application to explore proximity-based messaging as part of senior thesis
- Deployed to the App Store and tested on Princeton’s campus with 18 students

### “Teaching Graph Traversal Visually”

Spring 2021

- Designed assignment to teach graph search algorithms to Princeton students
- Created interactive visualizer and autograder in Python to evaluate student understanding

### “Improving the Marching Cubes Algorithm”

Fall 2020

- Extended the marching cubes algorithm to real-time 3D terrain deformation
  - Created live demo application using C# and the Unity game engine
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## Awards

### Army ROTC Scholarship

Fall 2018

- Awarded full four-year college scholarship for merit and grades

### Eagle Scout Award

Fall 2015

- Recognized for extensive service project and leadership in local community
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## Skills

**Programming Languages:** Python, Swift, Java, JavaScript, HTML/CSS, R, SQL, C#

**Frameworks & Tools:** Flask, React, SwiftUI, Git,  $\text{\LaTeX}$ , Unix utilities

**Natural Languages:** English (*Native*), Spanish (*Proficient*), French (*Elementary Proficiency*)